

FROST AND FOUND

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FROST AND FOUND

AN ADVENTURE FOR CHARACTERS OF 5TH TO 7TH LEVEL

FROST AND FOUND IS A PATHFINDER SECOND Edition adventure for three to six characters of 5th to 7th level, optimized for a party of four 6th-level characters. In the Plane of Fey stands a wondrous workshop—a magical nexus whose master assumes the very mantle of Father Winter. In recent years, this power has been wielded by Duke Hoarwither, who used a complex fey contract to seize control while the true Father Winter, Kozmick Silverbell, who had ruled it for millennia, was indisposed. Silverbell now seeks a team of skilled mortals to infiltrate the workshop and steal back the deed to the workshop that would restore him as the rightful Father Winter. Can the party navigate both magical wards and conventional security to reclaim the deed before Hoarwither's hold on winter itself becomes permanent?

BACKGROUND

In the frozen reaches of the Nixweald within the Plane of Fey stands a workshop that has served as the seat of Father Winter's power for untold generations. More than just a facility for creating magical items, it is a nexus of winter magic that transforms its rightful owner into Father Winter—a powerful entity whose influence extends across multiple realms. For millennia, Kozmick Silverbell held this mantle, using the workshop's power to craft and deliver wondrous creations to those in greatest need.

The workshop's magic is bound to an enchanted deed—a document whose very possession grants true ownership of the facility and its associated powers. Silverbell, intimately familiar with fey schemes, wove powerful protections into the workshop specifically designed to thwart magical theft and manipulation by the creatures of the Plane of Fey.

A year ago, Silverbell was struck by a mysterious magical malady. He turned to his longtime friend and confidante, Duke Hoarwither of the Glaceweft Court, entrusting him as regent of the workshop during his convalescence. Silverbell had no idea that he was to be betrayed—for it was the Duke himself who inflicted Silverbell with his illness. The contract of regency, drafted by Hoarwither, was a masterwork of fey legalese. What appeared to be a simple temporary stewardship in fact contained dozens of complex conditions that must be met before the regency can end—conditions that Hoarwither had carefully crafted to be virtually impossible to fulfill. Silverbell, suspecting no treachery, discovered the entanglements in the contract long after he had signed it.

Duke Hoarwither had thus all but cemented his control. The workshop, however, has feelings of its own. Its magic, sensing this exploitation of its rightful succession, has grown increasingly unstable. Winter spirits grow restless, deliveries go awry, and the facility's enchantments sputter and fail. These disruptions have grown worse with each passing

month, threatening to spiral beyond even Hoarwither's considerable power to control.

The Duke believes he has found a solution. During the approaching winter solstice, when winter magic is at its peak, he plans to conduct an intricate ritual that would forcefully bind the workshop's rebellious magic to his will, potentially negating the magic of the original deed. The ritual requires a full night of uninterrupted spellwork, but if successful, would permanently suppress the workshop's resistance to his rule. While the workshop's magical defenses are formidable, they were designed specifically to thwart fey infiltrators and would have no effect on mortal agents. With the solstice approaching and time running short, Silverbell seeks a team of skilled mortals capable of infiltrating his former workshop and liberating the deed from Hoarwither's chambers, thereby restoring him as the true Father Winter—before the workshop's very essence is bound forever to its usurper.

GETTING THE QUEST

Whether through their reputation for delicate work, a connection to the Winter Court's politics, or simply a friend of a friend who knows their capabilities, the party has been summoned to a meeting with Kozmick Silverbell himself. The former Father Winter receives them in a modest cottage nestled in a grove of frost-covered pines at the edge of the Nixweald. Despite his current circumstances, Silverbell (he/him **variant millindemalion**) cuts an impressive figure—tall and lean, with hair and beard like fresh snowfall, and bright blue eyes that twinkle with both mischief and ancient wisdom.

After ensuring the party's discretion with a few careful questions, Silverbell explains the situation and what they need to know about the workshop:

- The workshop is staffed by roughly thirty elves who appear almost childlike at first glance, but whose ancient eyes and graceful movements betray centuries of experience. Their fingers are unusually long and nimble, perfect for intricate craftwork, and small crystals of ice form in their wake as they work. Though they must obey Hoarwither and cannot directly aid any infiltrators, many of them despise his rule. While they cannot actively assist the party, their resentment means they might conveniently fail to notice certain intrusions.
- Hoarwither spends most of his time in his private quarters or his study, rarely venturing into the workshop proper. He employs a personal guard of six (ten if there are six PCs) frost-blooded fey knights who patrol the upper levels.
- The workshop's magic enables the creation and delivery of gifts across multiple realms. Its crafting stations are operated by the contractually-bound elves, who possess extraordinary skill in toymaking and enchantment.

- Silverbell kept the deed in the study. While Hoarwither may have since moved it and Silverbell can't be sure about any new security measures in place, he warns that Hoarwither likely has both magical wards and conventional locks protecting it.
- There are enough elves in the shift rotation to ensure that the workshop is operational around the clock.
- Silverbell can provide a rough layout of the workshop, though he cautions that Hoarwither may have made changes during his rule. He marks two potential entry points on a simple map he sketches for the party—the runway, and a faulty, openable window on the workshop's south facade (see area 17a).
- The party is forbidden from seriously injuring or killing any elves or Hoarwither himself.

In addition to a shared 500 gp sum, Silverbell offers to create a permanent magical link between the Father Winter delivery network and a location of each party member's choice. This would allow them to send gifts to anyone, anywhere, as often as once per month. He emphasizes that time is critical—the solstice ritual must be prevented. Should they accept, he can arrange for them to be magically transported to a concealed location near the workshop. He adds, with a hint of his former whimsy, that they're welcome to help themselves to any "gifts" they find along the way, except, of course, those in Silverbell's personal quarters or study. The workshop has ways of knowing if its treasures are stolen with ill intent versus liberated with justifiable cause.

GENERAL FEATURES

The workshop is a sprawling facility perched atop a snowy outcropping in the Nixweald. The main structure consists of a vast central workshop chamber surrounded by auxiliary rooms and facilities. Fine hardwood features prominently throughout—from the polished floors and wall paneling to the exposed support beams overhead. The building seamlessly blends function and whimsy, with every space carefully designed to serve the workshop's magical purpose while maintaining an atmosphere of wonder.

Unless otherwise stated, the workshop's features are described as follows:

Ceilings, Walls, and Floors. The workshop's eight-foot-tall exterior walls are built of thick stone and can be climbed with a successful DC 15 Athletics check. Its interior is predominantly hardwood construction. Support beams of rich mahogany cross cathedral-style ceilings that reach 20 feet high in the main workshop and 12 feet in surrounding chambers. Floors throughout are polished hardwood, well-maintained despite centuries of use. Interior walls feature wood paneling with delicate carved details.

Doors. Doors are crafted from the same fine hardwood as the floors, with brass fittings and handles. Most swing inward and close automatically unless propped open. Locked doors can be opened with two DC 20 Thievery checks or with the workshop master key. Many doors are enchanted to recognize the workshop's staff, opening automatically

for them. They have AC 20, Hardness 8, and 30 Hit Points (Break Threshold 15).

Light. During the day, tall windows provide ample natural light throughout the facility. Additional illumination comes from enchanted lanterns mounted on wall sconces, which adjust their brightness based on the time of day and ambient light levels. The main workshop floor is particularly well-lit by large hanging fixtures that cast a warm, even light over the work areas.

Windows. Tall windows throughout the facility are set in wooden frames with delicate muntins. With the exception of the window in area 17a, while they appear to be able to open, they are magically sealed and can only be operated by the workshop's owner. From the outside, they appear to be frosted over, obscuring the interior from view.

Battlements. The workshop's upper level features a network of defensive positions connected by snow-covered walkways. The parapet is four feet high and slotted with gaps that provide a commanding view of the surrounding Nixweald and any approaching visitors.

Candy-Cane Ballistas. Mounted at strategic points along the battlements are ballistas crafted from massive candy canes. They fire giant icicles that shatter on impact, dealing 3d10 piercing damage and creating difficult terrain in a 10-foot radius. Each ballista requires a crew of two to operate effectively.

Workshop Elves. The workshop's elves are diminutive figures standing about four feet tall, with pointed ears and cheerful features that belie their ancient wisdom. Despite their childlike appearance, most have served the workshop for centuries. The elves wear practical work clothes in festive colors, typically reds and greens, with black boots and silver-buckled belts. The elves use **brownie** statistics (*Pathfinder Bestiary* 2). They are non-combatants, fighting only to defend themselves if forced to.

Elf Reactions. The elves' magical contract prevents them from directly aiding any intruders, and as such, they can provide no information if interrogated. However, many of them hold no love for Hoarwither. When moving through elf-occupied areas, characters can attempt to remain unnoticed with a Stealth check contested by the elves' Perception DC of 17. If spotted, roll a d20. On a 1-10, the elf reluctantly fulfills their contractual obligation, calling out to the nearest knight. On an 11-20, the elf deliberately looks away, finding some reason to be busy elsewhere in the workshop. In some areas, such as the main workshop floor, the ambient noise and activity grants a +2 circumstance bonus on Stealth checks. Other areas, like quiet storage rooms or corridors, might be more challenging to navigate unnoticed. The GM should consider the specific circumstances of each area when determining if Stealth is possible and whether a bonus or penalty might apply.

Frost-Blood Knights. These elite guards were hand-picked by Duke Hoarwither from his personal retinue. Clad in armor of blackened ice and silver, they stand nearly seven feet tall, with skin like blue-tinted crystal and eyes that flicker with winter's fury. Six of these knights are posted throughout the workshop, sometimes alone and sometimes in pairs, maintaining a constant vigil over their master's prize.

The knights are utterly loyal to Hoarwither, and prefer to capture intruders rather than kill them, so that Hoarwither might interrogate them personally. They use monster hunter statistics (*Pathfinder Gamemastery Guide*) with the following changes:

- They have resistance to cold 5 and weakness to fire 5.
- They deal an additional 1d4 cold damage with their weapon attacks.
- **Winter's Resilience** 🌀 (cold, primal) **Trigger** The knight takes damage. **Effect** The knight creates a barrier of ice, gaining resistance to non-fire damage 5 until the start of their next turn.
- **Frost Step** ⬠ (cold, primal) **Frequency** once per turn; **Effect** The knight Strides. This movement is unaffected by snow or ice, doesn't trigger reactions, and leaves a trail of ice behind, turning each square they leave into difficult terrain until the start of their next turn.

Patrol Patterns. The knights maintain a constant presence throughout the workshop's upper level, with particular focus on the following areas:

- Two knights are always stationed at opposite ends of the battlements, switching positions hourly (a moderate encounter)
- One knight patrols the corridor outside Hoarwither's quarters and study (a trivial encounter)
- One knight walks the workshop's main floor (a trivial encounter)
- The remaining two knights conduct roving patrols of the upper halls and stairways (a moderate encounter)

The knights follow strict routines, changing posts every hour on the hour. They avoid the eastern corridors during meal delivery times due to Winter Court superstition, and will actively avoid investigating the sound of sleigh bells. If an alarm is raised, they converge on the location in pairs, with at least one knight always maintaining their post near Hoarwither's quarters. Characters who observe the knights' movements for 10 minutes can identify these patterns with a successful DC 18 Perception check, allowing them to time their movements between patrols.

Adjusting the Patrols. If there are exactly five PCs, each knight has a twigjack lacky. If there are exactly six PCs, instead each patrol group has one extra knight. If the party is 5th level, the knights have weak adjustments. If the party is 7th level, the knights have elite adjustments.

The following features are keyed to the provided map of Father Winter's Workshop:

I. RUNWAY

A magnificent stone causeway stretches out from the workshop like an ancient aqueduct, its massive arches extending over the snowy valley below. Support pillars of increasing height compensate for the natural descent of the terrain, keeping the runway perfectly level as it

projects into empty space. At its far end, the structure gracefully curves upward, its final arch adorned with silver bells that chime softly in the wind.

This elevated runway serves as the workshop's point of entry and departure. Under normal circumstances, Father Winter and the workshop's elves come and go via enchanted sleigh or reindeer mount, touching down on the runway before proceeding into the workshop proper. The structure stands approximately 80 feet above the valley floor at its highest point.

Other than the unlocked window in area 17a, the runway is the only way in. If the party approaches from the valley below, climbing the runway's 80-foot-tall support pillars requires a successful DC 27 Athletics check. Alternatively, the steep hillside itself can be scaled with a successful DC 20 Athletics check, after which point a character could clamber over the runway's walls and onto its causeway.

2. SLEIGH SHED

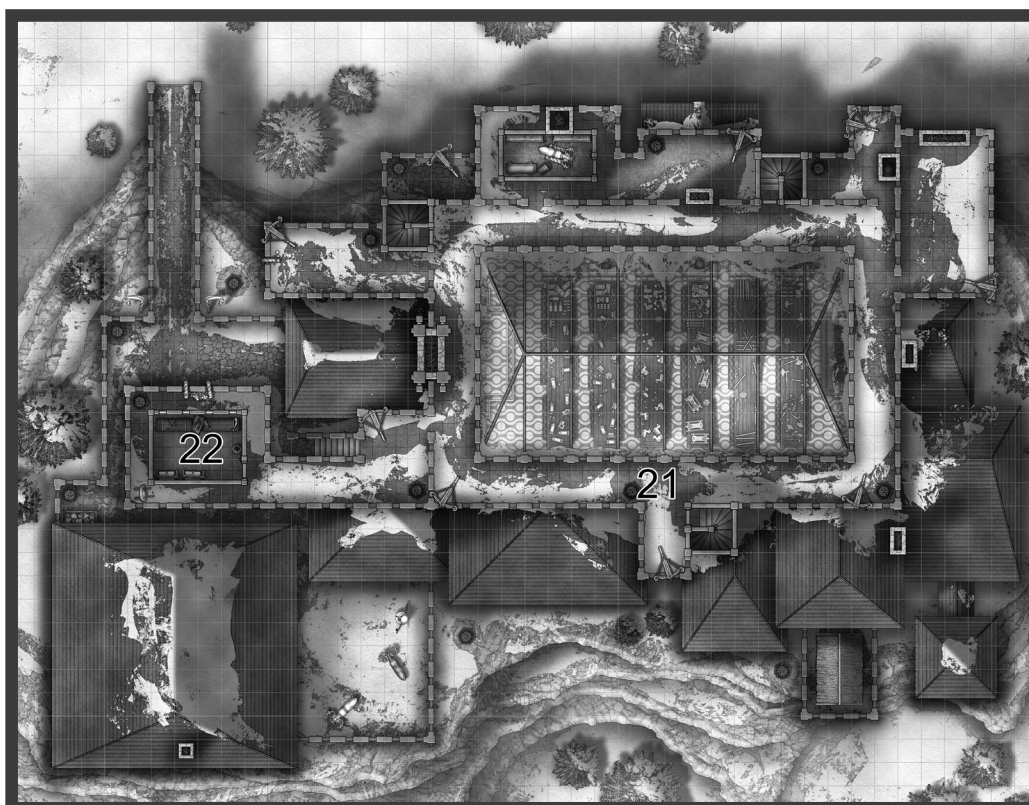
A massive sleigh dominates this storage space, its red and green paint gleaming even in the dim light. Its gold fittings and fur-trimmed cushions speak of both luxury and practicality. Wooden crates and supply boxes are stacked against the walls, and coils of enchanted rope hang from hooks near the entrance.

This chamber houses Father Winter's primary means of transport. The sleigh is heavily enchanted but currently dormant—it will only activate for the workshop's owner. A few scattered gifts lying near the sleigh suggest recent deliveries that were interrupted or abandoned, evidence of the workshop's growing instability under Hoarwither's rule.

MAIN LEVEL



BATTLEMENTS



Treasure: Supply Crates. The crates contain mundane travel supplies and sleigh maintenance tools, though a character who searches them can find two *moderate healing potions* packed away for emergency use.

Adjusting the Treasure. If there are only three PCs of 5th or 6th level, there is only one potion here. If the party is 7th level or there are six PCs, there are three potions.

3. STABLES

Nine individual stalls line this long chamber, each furnished with feeding troughs and water basins. The smell of hay is heavy in the air, and small crystals of frost form intricate patterns on the wooden support beams.

The stables house the workshop's nine magical reindeer who assist with deliveries and transportation. A single elf (the stable manager) tends to the reindeer during active hours, and can be found either in this area, the stable manager's office, or the grazing area.

Magical Reindeer. These creatures are more intelligent than ordinary reindeer and have served the workshop for generations. A character who casts *speak with animals* can converse with them. The reindeer are eager to help; they particularly despise how Hoarwither treats their elf caretakers. They can share two particularly useful pieces of information: "The ice-blooded knights never patrol the eastern corridors during meal deliveries - they're superstitiously afraid of crossing paths with Hoarwither's food," one might explain. Another adds, with a mischievous gleam in its eye, "And they can't stand the sound of sleigh bells - reminds them they don't truly belong here. They'll avoid investigating that noise at all costs."

4. STABLE MANAGER'S OFFICE

A sturdy desk dominates this practical office, its surface covered with carefully maintained logbooks and delivery schedules. A small hearth occupies one corner, and various riding implements hang from hooks along the walls. A map of known delivery routes is pinned above the desk, marked with careful annotations.

This office serves as the operational hub for managing the workshop's reindeer and delivery logistics. The logbooks on the desk track centuries of deliveries and reindeer care. A character who spends time examining them and succeeds on a DC 17 Driving Lore or Stabling Lore check or a DC 20 Society check discovers entries from Silverbell's time that reveal a stark contrast - where delivery records once focused on bringing joy to those most in need, Hoarwither's recent entries show a clear shift toward serving court interests and political allies.

5. GRAZING AREA

This snow-covered courtyard provides open space where the workshop's reindeer graze and exercise. Three enchanted feed dispensers are mounted along the walls, and a solitary snowman stands sentinel in the center of the yard, complete with a jaunty red scarf and an oddly knowing smile.

This area serves as a recreation space for the workshop's reindeer when they aren't resting in their stables or on delivery duties. A casting of detect magic reveals an aura of magic emanating from the snowman. One of Silverbell's old creations, it has a habit of dancing, spinning, and striking poses when it isn't being directly watched—freezing instantly when an observer turns in its direction. Characters with a passive Perception of 16 or higher might notice it moving in their peripheral vision. Hoarwither's guards find it so distracting that they've developed a habit of actively avoiding looking in its direction, giving anyone hiding in this area +2 circumstance bonus on Stealth checks.

6. THE FLOOR

Six long assembly lines stretch across this vast chamber, each humming with magical energy and mechanical precision. Partially completed toys are passed steadily along the lines as elves attend to various stages of construction. The constant rhythm of activity creates a steady background din.

This is the heart of the workshop's production. Eighteen to twenty **elves** work here during active hours, rotating between stations as needed. The ambient noise and constant movement make this area ideal for stealthy movement—characters have +4 circumstance bonus on Stealth checks while crossing the workshop floor. The elves here are particularly focused on their tasks, as any mistakes could cause costly delays in production.

7. PARTS STORAGE

Wooden shelves mounted high on the walls are lined with labeled boxes and containers. Various toy components—wooden joints, metal fixtures, and partially assembled mechanisms—are neatly organized and catalogued. Larger crates and spare lumber rest against the lower walls, some bearing workshop labels faded with age.

This long storage room houses the basic components used in toy construction. The organization system, developed over centuries, remains efficient despite Hoarwither's influence—the workshop's elves maintain it meticulously out of long-ingrained habit. A character who searches the room finds nothing particularly valuable, though the quality of the crafting materials speaks to the workshop's high standards.

8. FATHER WINTER'S QUARTERS

Opulent furnishings fill this spacious chamber, dominated by a massive four-poster bed with crimson silk hangings. An ornate full-length mirror stands against the far wall, its silver frame etched with delicate frost patterns. A private bathing chamber connects to the east.

Duke Hoarwither has changed a few furniture items, but this room is otherwise the same as it was under Silverbell. The Duke spends most of his time here, especially evenings, particularly after taking his nightly tea. Unless disturbed, he retires here shortly after his 10pm tea service and sleeps until dawn.

Encounter: Duke Hoarwither. The Duke is stout and widely built, with translucent white skin and a heavily tattooed face. His movements are precise and graceful, betraying his fey nature, and frost forms where his feet touch the ground. He wears a high-collared leather coat trimmed with silver, and one of the keys to his safe hangs from a delicate chain around his neck. He uses the following statistics.

DUKE HOARWITHER

CREATURE 7

Unique, Medium, Fey

Perception +15; low light vision

Skills Athletics +11, Deception +19, Legal Lore +19, Nature +19

Str +2, **Dex** +5, **Con** +2, **Int** +6, **Wis** +4, **Cha** +6

Items safe key, +1 striking dagger, scroll of translocate, wand of shattering images (Pathfinder Treasure Vault)

AC 24; **Fort** +11, **Ref** +16, **Will** +17

HP 115; **Immunities** cold; **Weaknesses** cold iron 5, fire 5

Clever Counterspell (arcane); **Trigger** Hoarwither sees the manifestation when someone casts a common spell with the cold, fire, illusion, or mental traits. **Effect** Hoarwither expends a spell slot and attempts to counteract the triggering spell (counteract modifier +17).

Speed 25 feet

Melee ◆ dagger +15 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4+2 piercing plus 1d6 cold

Arcane Prepared Spells DC 27, attack +17; **4th** ice storm (Player Core 2), mountain resilience, translocate; **3rd** mind reading, paralyze, tempest cloak (Rage of Elements), vampiric feast; **2nd** chilling spray (Player Core 2), dispel magic, mist, revealing light; **1st** command (2), grease (2; creates ice slick instead); **Cantrips (4th)** detect magic, figment, frostbite, prestidigitation, shield, slashing gust (Rage of Elements)

Freezing Step ◆ (cold, primal) **Frequency** once per turn; **Effect** The duke Strides. This movement is unaffected by snow or ice, doesn't trigger reactions, and leaves a trail of ice behind, turning each square he leaves into difficult terrain until the start of his next turn.

Winter's Touch Duke Hoarwither's weapon and spell attacks deal an additional 1d4 cold damage.

chosen. While combat is likely, he can be temporarily reasoned with under specific circumstances. A character who succeeds on a DC 27 Diplomacy check or 25 Deception check might convince him to pause long enough for negotiation if they:

- Present themselves as agents of a more powerful Glaceweft Court entity
- Offer him something more valuable than the workshop itself
- Reveal knowledge of Glaceweft Court politics that threatens his position
- Otherwise convince him that his occupation of the workshop is not ultimately in his interests

However, any negotiation must be flawless—Hoarwither's pride and paranoia make him quick to perceive insult or deception. Convincing Hoarwither to willingly hand over the deed requires three successful checks: DC 29 Intimidation, DC 27 Diplomacy, 25 Deception, 23 Nature, or DC 21 Legal Lore; a critical success counts as two successes. A single failure will cause him to attack immediately, calling for his knights while employing his magic to defend himself. If he is alone, generally the nearest knight spends the first round arriving, then a second knight arrives after 5 rounds.

If the party has enhanced his sleeping tea (see area 10), he falls unconscious for 4-6 hours after consuming it. If somehow lured away by a disturbance elsewhere in the workshop, he takes his most trusted knight with him to investigate, leaving the other knights to maintain their patrols. Fearing any trouble might be a decoy or diversion, he only calls one knight from each group to reinforce him unless he is alone or has fewer than half his Hit Points remaining. If reduced to less than a quarter of his Hit Points, he attempts to flee via magical means, abandoning even the deed rather than risk death. If captured, he offers to trade his wand and, if pressed, the deed, for his freedom.

If confronted, Hoarwither maintains an air of absolute authority. He speaks with cold precision, each word carefully

Adjusting the Encounter. If there are exactly five PCs, Hoarwither also brings the knight's twigjack page with him to investigate a disturbance (and there is usually a knight with twigjack close at hand when he is alone). If there are exactly six PCs, Hoarwither brings two knights with him to investigate a disturbance (and he usually has two knights close at hand when alone). If the party is 5th level, the Duke has weak adjustments and only has one 4th-rank spell slot, which he uses for *sleet storm*. If the party is 7th level, the Duke has elite adjustments and has a fourth 4th-rank slot that he also uses for *ice storm*.

Hoarwither's Safe. The ornate mirror conceals a section of illusory wall, which itself hides a magical safe. A creature with a precise sense other than vision or using the spyglass (see area 17) can see through both deceptions. Alternatively, a casting of detect magic will reveal the mirror itself emanates magic. The mirror and the hidden area behind it are protected with an alarm spell (DC 27) that triggers a loud chime audible to any within 100 feet if the mirror is moved. Beyond the illusory wall is a cavity containing Hoarwither's safe—iron, two feet square, its door bearing the same intricate frost patterns as the mirror's frame and featuring an unusual lock mechanism with two keyholes (see areas 12 and 20 for key locations). Without any keys, picking the lock requires six DC 30 Thievery checks. With one key, it requires only three DC 25 Thievery checks. The deed is kept within, along with 150 gp worth of Hoarwither's personal cache.

Treasure: Personal Effects. Besides the safe's contents, the room contains various valuable items including fine clothes, jewelry, and personal effects belonging to Hoarwither worth approximately 250 gp in total.

Adjusting the Treasure. If the party is 5th level, the personal effects are worth only 50 gp. If the party is 7th level, there is a *scroll of ice storm* in the safe.

9. FATHER WINTER'S STUDY

A severe elegance dominates this handsome study. A leather couch faces an ornate fireplace, while a massive desk of dark wood commands attention. Winter Court documents and correspondence are meticulously organized across its surface. The walls are lined with shelves of leather-bound books focusing on fey politics and magical theory.

The study serves as Hoarwither's primary workspace for conducting Glaceweft Court business and managing workshop operations.

Court Correspondence. A character who succeeds on a DC 18 Society or DC 16 Fey Lore check while searching the desk discovers several revealing documents: letters discussing plans to expand the workshop's influence beyond gift-giving, correspondence about "modernizing operations while maintaining traditions," and most interestingly, exchanges

with various Glaceweft Court nobles. A character who studies these letters for 10 minutes gains a +3 item bonus on checks made to impersonate a court representative when dealing with Hoarwither.

10. KITCHEN

The aroma of fresh-baked goods fills this small but bustling kitchen. A large stone hearth radiates warmth, and well-organized preparation stations line the walls. Copper pots and pans hang from overhead racks, and the door to a well-stocked pantry stands open. A notice board near the preparation area holds several pieces of parchment.

This kitchen serves the workshop's staff and, more importantly, caters to Hoarwither's particular tastes. Two **elves** hurry in and out of this room at all times, preparing meals and delivering them to the dining hall.

Daily Schedule. A prominently posted schedule details Hoarwither's precise dining requirements, including "Evening chamomile with honey (precisely at 8pm)" and "Nightly sleep-aid tea with lavender (must be served at 10pm, no exceptions)." A character who succeeds on a DC 18 Perception or DC 16 Crafting check while Searching or Investigating the pantry finds the special lavender mixture used in Hoarwither's sleep-aid tea.

Currently, an elf is preparing Hoarwither's next tea service (every hour, on the hour!). The tea sits steeping on a counter, ready for delivery in the next few minutes. If the kitchen is occupied, a successful DC 17 Thievery check is required to spike the mixture without being noticed by any nearby kitchen staff. Once delivered and consumed, an enhanced sleeping draught will render Hoarwither unconscious for 4-6 hours.

11. DINING HALL

Two long wooden tables dominate this communal dining space, each set with a dozen chairs. Ornate silverware and ceramic mugs bearing snowflake patterns rest at each place setting. Platters of hearty stews, fresh-baked breads, and winter fruits dot the tables' length, their steam mingling with the room's warmth. A carved frieze along the upper walls depicts scenes of gift-giving throughout the ages.

This hall serves meals around the clock to accommodate the workshop's various work shifts. At any given time, four-to-eight **elves** can be found here taking their meals, cycling in and out as their duties allow. The constant coming and going makes this room an excellent source of workshop gossip.

Overheard Conversation. A character who listens at the door and succeeds on a DC 17 Perception check (or who otherwise accesses the room without detection) might overhear useful information. The elves discuss Hoarwither's

apparent fascination with the desk in the floor manager's office—he always pauses at it during inspections, running his hand along its surfaces “like he’s checking for dust.”

12. BREAK ROOM

This cozy chamber offers respite from the workshop's constant activity. Comfortable chairs surround well-worn tables, and shelves along the walls hold games and books. A hearth in the center of the room gives off scents of peppermint and chocolate.

The break room serves as a refuge where off-duty elves can relax. Three-to-six elves are typically present at any given time, playing cards or sharing quiet conversation.

Overheard Conversation. A character who listens at the door and succeeds on a DC 17 Perception check (or who otherwise accesses the room without detection) might overhear useful information. The elves discuss Hoarwith's growing paranoia about the deed's security—he's placed it in a newly constructed safe hidden somewhere near his bedside, which requires two keys to open. One of the keys Hoarwith wears around his neck, the other is supposedly hidden somewhere in the workshop.

13. DORMITORIES

Neat rows of simple beds line the walls of this cozy chamber, each with a small trunk at its foot. A few personal touches—carefully arranged trinkets and small potted winter flowers—suggest long-term habitation despite the room's spartan nature.

This dormitory houses the workshop's resident elves during their rest periods. The room operates in shifts, like the workshop itself, and is rarely empty but never full. Three to four **elves** can typically be found here sleeping at any given time.

14. PRIVY

Six private stalls line this practical facility, each with a circular door decorated with a delicate snowflake pattern. At the far end of the room, a basin is filled with water. The scent of pine is prominent in the air.

This facility serves the workshop's elven staff. An enchantment throughout maintains a perpetually fresh pine scent. There is nothing of interest to be found here.

15. POST SORTING

Letters and small packages cover the surface of a large central desk, sorted into neat piles. Several candy-striped collection bins line the walls, each labeled with different destinations. Enchanted paper airplanes occasionally drift in through small slots in the walls, gracefully landing among their appropriate piles.

This room serves as the workshop's central mail sorting facility. The workshop's mail system is semi-automated through enchantment, which automatically sorts routine mail. One or two **elves** are typically in and out of this room at any given time, helping to process special cases and official workshop correspondence. Characters who observe the room for a few minutes notice that official workshop correspondence is marked with a distinct red seal, which prevents the automatic sorting magic from redirecting these documents. This knowledge grants a +4 circumstance bonus on any checks to search for specific official documents.

Requisition Records. A character who Searches the desk and succeeds on a DC 20 Perception check discovers a crumpled two-page requisition form amidst a rejection pile. The first page bears notes “replacement office furniture - DENIED” and bears Hoarwith's note: “The workshop manager's current desk is perfectly serviceable and will remain in use.” The second page details specifications for a “New mirror for Hoarwith's quarters - APPROVED.”

16. POST COLLECTION

Two rows of wooden letter slots line this small chamber, set into a backdrop of rough stone. Magical wisps of silver light occasionally deposit new letters into the slots, each accompanied by a soft chiming sound.

This chamber serves as the initial collection point for all incoming workshop correspondence. Letters materialize here through the workshop's magical postal system before being transferred to the sorting office for processing. The room is typically empty of staff.

Hazard: Letter Storm. The workshop's unstable magic causes violent disruptions in the postal system. When letters

materialize, there is a chance that the delivery magic misfires. A high-pitched chiming sound provides one round of warning before letters explode from their slots like razor-edged projectiles. Any creature in the room takes 4d10 slashing damage with a DC 20 basic Reflex save from the barrage of magically-charged paper.

17. FINISHED STORAGE

Neatly organized shelves line both walls of this long chamber, displaying finished magical toys awaiting delivery. Mechanical creatures sit frozen mid-motion, dolls smile serenely, and various mystical instruments gleam with latent power. A section near the back is separated from the standard inventory by a thin silver cord.

This room serves as temporary storage for completed toys before they're moved to gift wrapping. Occasionally, a single **elf** is present in this room taking inventory and organizing the shelves. The experimental section contains various prototype toys that were deemed too unusual or powerful for standard distribution.

Treasure: Greensight Spyglass. Among the experimental prototypes, a character who succeeds on a DC 20 Crafting or Arcana or DC 22 Perception check discovers a brass spyglass. A note attached reads "Project suspended by Duke's order - 'too likely to reveal sensitive workshop enchantments.'" The spyglass can be used to reveal the illusory wall behind the mirror in Hoarwith's quarters, where the safe holding the deed is kept.

GREENSIGHT SPYGLASS ITEM 7

Magical, Revelation

Price 320 gp

Usage held in 1 hand; **Bulk** L

This ornate brass spyglass has two knobs that when turned together reveal the truth to those looking through it.

Activate—Greensight ♦ (manipulate); **Frequency** once per 10 minutes; **Effect** You gain imprecise vision through wood and plant matter within 30 feet while you keep the spyglass to your eye, allowing you to see blurry patches where objects and creatures are beyond such obstacles. You can Sustain this Activation up to 1 minute.

17A. ACCESS WINDOW

The magical seal applied to this window has faded, unbeknownst to Hoarwith. It can be pushed open with a bit of force, no Athletics check necessary.

18. WRAPPING ROOM

Four wrapping stations fill this cozy room, each consisting of a broad wooden table surrounded by comfortable chairs. Rolls of colorful paper and spools of ribbon rest in wall-mounted holders, and a small stone fireplace in the center of the room radiates gentle warmth.

This is where the workshop's gifts receive their final preparation before storage. Eight to ten **elves** typically work here during active hours, wrapping gifts while chatting quietly.

19. WRAPPED STORAGE

Neatly wrapped packages fill this chamber in organized rows, sorted by color and size. Red, green, and gold wrapping paper catches the light, and silver ribbons shimmer with magical energy. A few rolls of wrapping paper lean against a nearby wall.

This room serves as the final storage area for wrapped gifts awaiting delivery. It is typically empty of elves, save for when one occasionally comes in to deposit newly-wrapped presents.

Hazard: Rogue Wrapping Paper. The enchanted wrapping paper, affected by the workshop's instability, occasionally attempts to wrap nearby creatures. The first character who moves more than 10 feet through this room hears a distinct crinkling sound and must succeed on a DC 19 Reflex saving throw or become restrained by animated wrapping paper. A restrained creature or an ally can use a Force Open action to tear free with a successful DC 19 Athletics check.

Treasure: Mimicry Pendants. Two silver pendants decorated with gold filigree rest atop a cart near the western door. A sorting slip attached to the cart indicates the pendants were removed for rewrapping due to defects in their original packaging.

MIMICRY PENDANT ITEM 4

Magical, Polymorph

Price 80 gp

Usage Worn Necklace; **Bulk** —

This silver pendant has gold filigree in a stylized humanoid shape. You get a +1 item bonus to your Deception DC to Impersonate.

Activate—Mimic Form ♦ (concentrate); **Frequency** once per day; **Effect** You cast *humanoid form* to look like a creature you have seen before.

20. FLOOR MANAGER'S OFFICE

A sturdy oak desk dominates this compact office, its surface neatly arranged with production schedules and inventory reports. Shelves of rolled blueprints and books line the west wall.

This room holds detailed records of the workshop's production.

Social Encounter: Tinesmith. The floor manager is Tinesmith, an elderly **elf** who has served the workshop for centuries. He maintains detailed records of the workshop's production from this office. While his role requires frequent presence

here, he also makes regular rounds of the workshop floor to monitor operations. Like all elves, he is bound by magical contract to serve whoever controls the workshop, but he's eager to seize any legitimate excuse to be elsewhere if they suspect interference with Hoarwither's control. If encountered, Tinesmith appears deeply focused on his work. While he won't directly assist intruders, he will readily accept any reasonable excuse to check on workshop operations elsewhere ("The production line seems to be running slower than usual," or "I heard an odd noise from the wrapping room").

Hidden Key. One leg of the desk has been carefully hollowed out to conceal one of the keys to Hoarwither's safe. A character searching the desk who succeeds on a DC 22 Perception check notices that one leg sounds different when tapped. The leg's base can be twisted to reveal the hidden compartment.

21. BATTLEMENTS

A network of snow-covered walkways traces the workshop's upper perimeter, offering commanding views of the surrounding Nixweald. Candy-cane ballistas and enchanted snowball launchers are mounted at strategic intervals, their mechanisms gleaming with frost.

The battlements serve as the workshop's primary defensive position, though they saw little use during Silverbell's centuries of stewardship. Under Hoarwither's command, his knights maintain regular patrols here.

22. ARMORY

Crossbows and hunting horns line the walls of this small chamber, mounted on wooden racks. A pair of workbenches along the south wall host tools for weapon maintenance and repair. A small brazier provides warmth and light.

This armory now serves the frost-blooded fey knights who patrol the battlements. Through all the workshop's centuries under Silverbell's control, its weapons were drawn perhaps twice a generation at most. The crossbows are of fine quality but otherwise mundane, though their ammunition consists of enchanted ice bolts that never melt.

Adjusting the Treasure. If there are five or more PCs, five of the bolts are *freezing ammunition* (*Pathfinder Player Core 2*) held in a gilded quarrel hanging above the weapon racks.

AFTERMATH

If the party successfully retrieves the deed and returns it to Silverbell, the workshop's magic recognizes its rightful master and begins to stabilize immediately. Within days, all traces of Hoarwither's influence fade as Silverbell resumes his role as Father Winter. If Hoarwither survives, he retreats to the Glaceweft Court in disgrace, though his ambitions

and grudge against both Silverbell and the party may lead to future complications. The workshop's elves celebrate their liberation quietly but joyously, and Silverbell keeps his promise to connect the party to his delivery network. If the party killed anyone, Silverbell withholds his payment, although he still doesn't take back any spoils they claimed for themselves.

Should the party fail to retrieve the deed before the solstice ritual, Hoarwither permanently binds the workshop's magic to his will. The facility's enchantments grow darker and more unstable under his forced control, and his influence over winter itself begins to spread beyond the workshop's bounds. Silverbell, devastated by this outcome, may seek the party's help for one final, desperate gambit to break Hoarwither's ritual-forged connection to the workshop—though such an endeavor would be far more dangerous than a simple heist.

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